

EmuMovies

Aksys Games  
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NINTENDO DS™



999

NINE HOURS • NINE PERSONS • NINE DOORS

INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.



LICENSED BY



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## Getting Started

1. Make sure your Nintendo DS is off, then insert the "Nine Hours Nine Persons Nine Doors" Game Card into the DS Game Card slot until it clicks.
2. When you turn the power on, the start-up screen shown on the right will appear. After carefully reading the safety information, tap the Touch Screen.
3. On the DS Menu Screen, tap the "Nine Hours Nine Persons Nine Doors" panel to start the game. If you have your Nintendo DS start-up mode set to Auto, you won't have to go through this step. See your Nintendo DS instruction booklet for more details.
4. Please refer to pg. 03 for further game control instructions.



## Controls

### Novel Part Controls

Buttons	Action
<b>+Control Pad</b>	Select topic (Down on the +Control Pad) will display the menu/ (Up on the +Control Pad) will allow you to read text that have already been displayed/ (Right on the +Control Pad) will allow you to skip texts
<b>A Button</b>	Move on to next message/OK
<b>B Button</b>	Return/ Continued text fast forward (Keep pressing the button)
<b>X Button</b>	Display map/Return (map screen)
<b>Y Button</b>	Display calculator
<b>L Button</b>	Move on to next message/Continued text fast forward (Keep pressing the button)/OK/Return (file screen)
<b>R Button</b>	Display file screen/Search (File screen)

### Escape Controls

Buttons	Action
<b>+Control Pad</b>	[Left, right, down on the + Control Pad] change views/ [Up on the +Control Pad] select item/ [Right on the +Control pad] skip message
<b>A Button</b>	Move on to next message
<b>B Button</b>	Move on to next message/Return (Item screen/ file screen)
<b>X Button</b>	Top view of the room/Combine items (Item screen)
<b>Y Button</b>	Display calculator
<b>L Button</b>	Display Item screen/return (Item screen/file screen)/move onto next message
<b>R Button</b>	Display file screen/Search (Item screen/File screen)

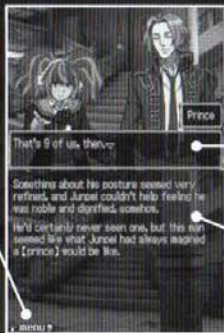
When you progress with the Touch Screen, please touch the icons and selection displayed on the bottom screen. Pressing START during both Novel and Escape parts will take you to the Save/Quit menu.

## Novel Part

As you progress through the scenario, you will be exposed to the 9 characters' past and how they are related to one another. When you make your selections please use their statements as reference.

### Read the Scenario

Progress the scenario by pressing either the A Button or touching the Touch Screen. If you press up on the +Control Pad, the text that has been displayed thus far will be displayed in yellow. Scroll up and down on it. If you want to return to the screen press the A Button or B Button.



#### Menu

Either touch the Touch Screen or press the down on the +Control Pad to display the menu.

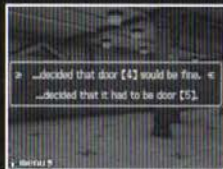
#### Dialogue Display

#### Display of text or options

You can read the continuation of the text or read past text. You can also select displayed options.

## Options

When you are given options during the scenario, please select one or the other. You can either touch or select with the +Control Pad. Once you've selected, touch again or press the A Button to confirm.



### "Digital Root" holds the key to escape

In the Novel Part, depending on the character's bracelet number, and their digital root, the next door you'll be going to, along with the person you can go with, will be determined.

#### "Digital Root"

A "Digital Root" is when you add multiple numbers and keep adding them up until you are left with one digit. For example if you add 1, 2, 3, 4, and 5...

$$1+2+3+4+5=15$$

15 is a 2 digit number, so add the tens place and the ones place together.

$$1+5=6 \leftarrow \text{Digital Root}$$

So the Digital Root for 1, 2, 3, 4, and 5 is 6.

You can calculate the "Digital Root" on the calc on the menu.



# Escape

When you go into a room that's closed off, the Escape starts. Search everywhere in the room to look for clues. You can save anytime by pressing START.

## How to view the Screen

This is a screen where the escape is the center. The icon and items displayed on the bottom screen can be touched. Touch the areas to investigate.

### In room display

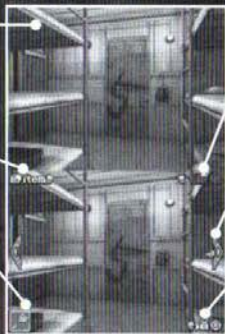
Either touch the Touch Screen or press down on the + Control Pad to display the menu.

### Item

If you touch it, the Item screen will be displayed.

### Item you're holding

If you touch it you can change the item you're holding.



### File

If you touch it, the file screen will be displayed.

### Direction Display

You can change your point of view or move.

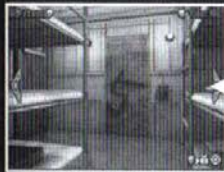
### Camera

If you touch it, you can confirm your current location.

## Changing views / Moving

Either press the +Control pad or touch the direction display icon to face that direction or move. If there is an arrow, you can touch that icon and proceed.

### Turn left



### Turn right

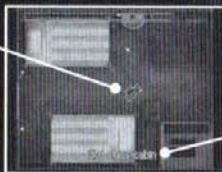


## Confirm your current location

Either press the X Button or touch the camera icon to display the top view of the room on the top screen. If you would like to return to the screen, please touch the bottom screen or press one of the buttons.

### Current location

It will display which direction you are currently facing.



### The name of the room

## Item Screen

In the Item screen you can investigate the items you have obtained and combine them to create another item.

### Search

Select one of the items you've obtained and touch it.

If you slide along the bottom screen with the stylus, the item will rotate, and you can either press the R Button or touch the "Search" icon to search it.

Back

Return to previous screen

Items you've obtained

The selected items will shine.



Search

### Combine

You can combine 2 items to create another item. For example, if you combine the "candle" and "matches" then you can light the candle. When you combine items, select the item you want to combine and press the X Button or touch the "Combine" icon on the top of the Touch Screen. Select the 2nd item and press the X Button.



## Use the item

On the Item screen press up on the +Control Pad and select one of the items and return to the previous screen. When you do so, you'll be "holding the item". You must be holding the item in order to use it so make sure you hold it and then touch the suspicious areas.



Items you are holding

## Solve minigames

In the escape, there are various ways to solve each of the minigames. Use all the hints you have obtained thus far to solve the minigames. If you touch "Return" that means you have given up the minigame and have gone back to reinvestigating.



\*If you keep pressing "return" on the minigames, sometimes you will get hints.





## Limited Warranty

Aksys Games make no warranties, conditions or representations expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is" and was correct at the time of going to press. Aksys Games makes certain limited warranties with respect to the software and the media for the software. In no event shall Aksys Games be liable for any special, indirect or consequential loss or damages or any loss or damage caused by or suffered by reason of any loss or corruption of data arising in the use or inability to use the software. Aksys Games warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free of defects in materials and workmanship for 90 days from the date of purchase. During this time period, faulty materials will be exchanged if the original product is returned to the place of purchase, together with a dated receipt of purchase or a copy thereof. This warranty is in addition to, and does not affect your statutory rights. This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage, corruption or excessive wear.

### CUSTOMER SUPPORT

If you are experiencing problems or technical difficulties with this game please contact us at **(310) 212-6339** or email us at [support@aksysgames.com](mailto:support@aksysgames.com), or visit us at our website, [www.aksysgames.com](http://www.aksysgames.com). Our phone lines are open from 10:00am to 4:30pm PST, Monday through Friday and a 24 hour answering machine is in operation should you wish to record a message outside these hours. Calls within the USA will be charged at local rates and calls from International countries will be charged at international rates.

If an Aksys Games Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization Number. Record this number prominently on the outside packaging of your defective game merchandise, enclose your name, address, email and phone number along with the game itself, together with your sales receipt and UPC code within the 90-day warranty period to:

**Aksys Games**  
365 Van Ness Way  
Suite #510  
Torrance, CA 90501

This warranty shall not apply if the gaming merchandise has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other caused unrelated to defective materials or workmanship.